

Pandemonium 2™

Nikki is a tough and sexy spell slinging sorceress. Fargus is a pyromaniacal goof ball. His partner, Sid, is a viper tongued puppet-on-a-stick turned boomerang.

Together they create PANDEMONIUM!

◆ Explore huge, bizarre levels of hallucinogenic alien landscapes.

- ◆ Hijack a giant mechanical robot for a 3D flying joyride.
- ◆ New moves! Edge and rope climbing. Swinging on monkey bars!
- ◆ Fresh power-ups; deadly fireballs, devastating lightning, and the dreaded Sid-erang attack.

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WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



NTSC U/C

PlayStation™

KIDS TO ADULTS



SLUS-00598

GEX™

ENTER THE GECKO



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Published by Crystal Dynamics, Menlo Park, California.

Distributed by Midway Home Entertainment.

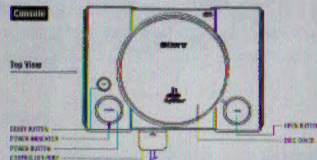
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SETTING UP

PLAYSTATION GAME CONSOLE

1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **GEX: ENTER THE GECKO** CD and close the disc cover.
4. Insert game controllers and turn on the PlayStation™ game console.
5. Follow on-screen instructions to start a game.

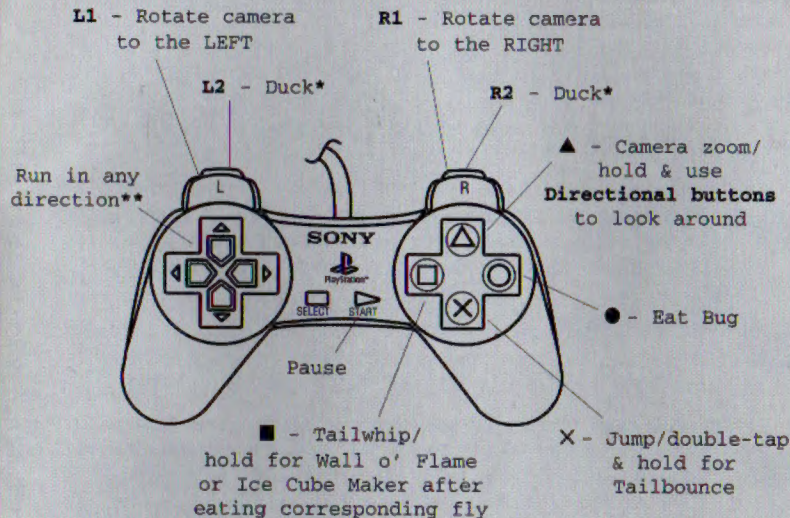


MEMORY CARDS

You can save games at their current level of progress onto memory cards, and resume play on previously saved games. Insert one or two memory cards (sold separately) into the PlayStation game console before starting play.

Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

CONTROLS



*Run + hold L2 or R2 + X = Karate Kick/Long Jump

**For the Sony Dual Analog Controller, the left thumb pad can be used in place of the Directional buttons when the red or green light is on.

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CAMERA CONTROL

GEX: ENTER THE GECKO has three different camera settings. An icon in the bottom right corner of the screen shows the camera setting in use. You can change cameras at any time by pressing **Start** to pause the game and pressing the **Directional buttons** LEFT/RIGHT. During play, tap **▲** to move in or out through three zoom settings. Press and hold **▲** and use the **Directional buttons** to look in all directions.



Semi-Auto Cam (default): This camera automatically moves behind GEX when he stops moving. In general, it's the best camera for beginners. To override, press **L1** or **R1** to rotate the camera left or right.



Auto Cam: This camera follows behind GEX, always pointing in the direction GEX is looking. It is most effective in open spaces. You cannot manually override Auto Cam (i.e., **L1** and **R1** are not activated).



Manual Cam: This setting gives you complete camera control. By pressing **L1** or **R1**, you can swing the camera's view in a full 360° rotation, positioning it wherever you want. Manual Cam is the favorite of experienced players who want minimum computer assistance. Try using it when lining up technical jumps.

Note: Sometimes the game defaults to a fixed camera for a short period of time to assist you through difficult areas.

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MISSION BRIEFING

It was such an easy life. Uneventful and fulfilling. A far cry from the paparazzi frenzy of a few years ago. Thinking back to those days brought a dull ache to GEX's forehead. Remembering the horrible press conference with the President, the mobs of groupies, the TV interviews as well as those compromising photos in *The International Inquirer* only made the pain worse.

Since GEX's retirement from the public eye in 1996, television held the only enjoyment in this young gecko's existence. GEX resigned himself to a life of solitude, tucked away in the Maui hillside with his life partner, a big-screen TV. And what a partnership they had. GEX was never bothered for an autograph, never needed to cuddle, and could shut his new friend up with a push of a remote control. His TV was GEX's true soul mate.



For two years, GEX started his day sharing a cup of coffee with Kung Fu Theater, a donut with his favorite cartoons and a bag of chips with His Majesty's Secret Service. Days, then weeks, blurred into one long television marathon. Never leaving the house without first checking with Dionne Warwick's psychic friends, GEX found himself on the verge of insanity.

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MISSION BRIEFING CONT'D

And then things start getting interesting . . .



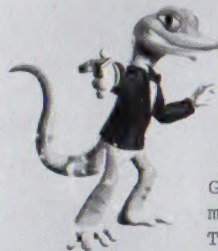
These two goons appear at his side, flash badges, and tell GEX that they work for a secret government agency. They need his assistance regarding an old acquaintance. GEX tells them that *The Inquirer* had it all wrong, that he only met Farrah that one night, and wishes she would stop bothering him. They tell him it's not about her, it's about Rez.

Ahh, Rez. The old tin can has returned and he's after the world's TV channels. Again. They want GEX to go back in and fix that. GEX tells them to find some other fool. He's saved the universe once already. Call in some other sucker, he's missing Colt Seavers reruns and he just loves Colt's gullible sidekick. But the skinny agent grabs him by the shoulders and then asks really nicely if GEX will help them out. GEX still says no.

The men tell him they understand, then smash him over the head with a blunt object. When GEX regains consciousness, he finds himself in an interrogation-style room, sitting on a chair under a single harsh light. He asks them how long he's been out. They tell him ever since the crowbar impacted the side of his skull.

MISSION BRIEFING CONT'D

The fat agent asks him what he knows about Rez. GEX tells them everything he knows, and once again, the men insist he help them. Suddenly the skinny guy reaches under a table and opens up a briefcase full of cold, hard cash. GEX takes one look at the pile and replies, "Now WHAT was it you wanted me to do?"



As GEX thumbs through the bills, the agents start taking his measurements. The goons throw in a secret agent suit - GEX knows how the ladies love a gecko in uniform. The fat agent starts to talk . . .

GEX's mission is to save television and make Rez "disappear." Plain and simple. The agents give GEX a map and instruct him to hide the body between Jimmy Hoffa's and Spuds Mackenzie's.

GEX replays the mission in his head as he leaves the building to get into his waiting limo. As he nears the car, a beautiful female agent walks up to him, introduces herself as Special Agent EXTRA and wishes him good luck in his mission to rescue television. She really loves television, she says with a giggle. As GEX steps into the limo he smiles and says to himself, "All right, Rez, it's tail time."

START GAME



1. The Main Menu appears at the start of a game.
2. Use the **Directional buttons** to highlight a selection, and press **X** to accept.
3. To return to the Main Menu during a game, press **Start** from the map screen, highlight **QUIT** and press **X** and then highlight **OKAY** and press **X**.

MAIN MENU OPTIONS

START: Start a new game from the Media Dimension Map.

LOAD: View options for loading and deleting games from the memory card. On the screen that appears, highlight **MEMORY CARD** and press **X** to choose card 1 or card 2. Highlight a saved game and press the indicated button to:

- X** **LOAD** the saved game and resume playing it.
- **DELETE** the saved game.
- ▲** **EXIT** to the Main Menu.

START GAME CONT'D

OPTIONS: View options for adjusting **CONTROLLER** and **SPEAKER** settings. Press the indicated button to select:

- **SPEAKERS:** Adjust the volume of the game's SFX, MUSIC and VOICE. Press the **Directional buttons** **LEFT**/**RIGHT** to select a speaker, **UP**/**DOWN** to increase/decrease volume. Press: **X** to turn sound OFF; **●** to change from stereo to mono; **▲** to exit.
- **CONTROLLER:** Remap the button controls for Jump, Tailwhip and Eat Bug. Press: **X** to change the actions of the button controls; **▲** to exit.

PASSWORD: Use passwords to begin new games at later levels, skipping levels already completed. On the Password screen, tap the controller's action buttons to



enter a password, and press **X** when the **ACCEPT** TV is highlighted. If the password is invalid, recheck it, use the **Directional buttons** to move the flashing cursor to a specific field, and make the correction. Choose **ACCEPT** and press **X** to re-enter the password. Press **▲** to exit to the Main Menu when **ACCEPT** is highlighted.

Note: Passwords are earned by completing game levels.

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JEOPARDY!

NAVIGATING THE MEDIA DIMENSION MAP

1. Use the **Directional buttons** to move GEX to any TV on the map.
2. Jump onto the green button located in front of each TV and warp into the level. GEX must collect enough red remotes to gain access to static filled TVs.
3. Jump on floating platforms to fly to new map areas.

LEVEL MISSION HINTS

1. When GEX enters a level, a list of missions appears.
2. Press the **Directional buttons** UP/DOWN to highlight a mission and press X.
3. A hint will be revealed on how to obtain that mission's Red Remote (see page 16).



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TV REJECTS

PRE-HISTORY CHANNEL

Go back to your distant roots when reptiles ruled the world and . . . yada, yada, yada. Hey, that guy could almost buy beer with my ID.

SCREAM TV

Who's ready to turn a headless 12-year-old knife-wielding brat into bratwurst? Hey, the little zombie has a discipline problem, OK? Meet a guy who lost his soul and other body parts. Check out some artwork that's worth dismembering. You gonna choose what's behind Door #1, Door #2 or Door #200?

CIRCUIT CENTRAL

Pay homage to all those strange Sci-Fi shows that snatched control of your TV set. Grab a charge and hit the launchers.

ROCKET CHANNEL

There are billions and billions of ways to get the intergalactic shaft here. GEXIE needs air!

TOON TV

It's open season on rabbits but you're a lizard, right? Beware of flowers bearing mallets. Drop into a hutch for a makeover. Those ears are just you!

KUNG-FU THEATER

Grab some take-out and then turn some guy into Kung Fu Chicken. Pulling out chest hair is no fair.

REZOPOLIS

Look out for Copafeelbots. After you see what Rez has to offer, you'll run to Rupert begging for shelter.

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THIS GECKO MOVES

JUMP (DEFAULT X)

Use to reach high platforms.

TAILBOUNCE (DEFAULT X)

Tap the button twice and hold for AIR GEX.

TAILWHIP (DEFAULT ■)

Use to dismember enemies and destroy objects. Some monsters love punishment; they will hold out for several whacks before disintegrating.

EAT BUG (DEFAULT ●)

Use tongue to grab flies into your mouth and down the hatch.

WALL CLIMBING

Jump while pressing the **Directional buttons** toward a wall or ceiling. GEX will stick with true gecko grit.

Note: GEX's suction-cup paws can only stick to certain surfaces.

KARATE KICK

Run, hold down **L2** or **R2**, and when ready, press Jump to leap huge spans and kick some hairy monster butt.

CHECKPOINTS

Although GEX loves reruns, replaying the same area over and over can be frustrating.

To make your TV trippin' a little easier, in some of the larger levels GEX will come across Checkpoint TVs containing checkered flags. Run past one of these TVs and hit it with a Tailwhip to "mark your spot" in the level. Then if GEX loses a life, you will restart the level from that spot instead of from the beginning.

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SCREEN ICONS



LIVES

When GEX gains or loses a Life, his number of Lives Remaining appears. GEX starts out with five Lives. Run out of Lives and your show is cancelled.



HIT PAWS

Hit Paws appear when GEX gains or loses a hit point. GEX can have up to four Hit Paws.



COLLECTIBLE COUNT

This number and a corresponding Collectible icon appear when you pick up that type of Collectible, to show how many you have so far. (For info on how Collectibles add up and what they're for, see page 15.)

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POWER-UPS

Feed ME TV is on the air, and televisions are tuned in throughout the worlds. Tailwhip any boob-tube to crack it open and release a delicious fly. Snap up the fly with tongue action to collect power-ups or extra powers (good for a limited time only).*

GREEN HEALTH FLY

Add a Hit Paw. By eating Green Flies, GEX can gain up to a maximum of four Hit Paws at one time.

BLUE ICE FLY

"Ice Cube Maker." Freeze monsters by holding down Tailwhip and running around them. Release Tailwhip to cause the big chill. GEX is invincible for a limited period while chillin'. Contact with fire melts the power prematurely.



RED FIRE FLY

"Wall o' Flame." Fry enemies by holding down Tailwhip and running around them.

Release Tailwhip to deliver the damage.

GEX is invincible for a limited period while

buzzed on this power. Contact with water douses the effect early on.

PURPLE LIFE FLY

Gain one extra Life.

***Bonus:** Letting any fly circle GEX adds an extra Hit Paw.

COLLECTIBLES



Each GEX world has its own set of riveting TV Collectibles. These are divided into three "tiers" per world. You must collect a certain number of items in each tier before you can advance to the next tier (and eventually collect the Silver Remote).

COLLECTIBLES NEEDED TO ADVANCE

TIER 1	30
TIER 2	40
TIER 3	50



- In tiers 1 and 2, you receive an extra Life when you complete the tier.
- In tier 3, when you collect 50 items, you receive a Silver Remote. You also gain an extra Life for every additional 50 items (over the first 50) you collect.
- A Collectible icon and the number you have so far appear at the top right of the screen when you acquire an item.



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TV REMOTES & EXTRA ROUNDS



Win entry into extra rounds by collecting TV Remotes.

RED REMOTES (Open New Levels)

Red Remotes reveal more channels for GEX to explore in the Media Dimension. Obtain Red Remotes by completing various missions in each world. Collect all the Red Remotes and be granted a surprise secret ending.

SILVER REMOTES (Open Bonus Levels)

Two Silver Remotes are stashed in each world. One is hidden somewhere and YOU have to find it. The other Silver Remote is yours when you acquire the Collectibles from all three tiers in that world (see page 15). When you collect three Silver Remotes, you gain entry to a Bonus Round.

GOLD REMOTES (Open Secret Levels)

Once in a Bonus Round, you have a set time limit to grab a random number of items. The Bonus Time Countdown and the Collectibles Countdown appear at the bottom of the screen. Make your quota in the allotted time and win a Gold Remote. Defeating a boss is another way to gain a Gold Remote plus access to new areas. Collect four Gold Remotes to gain access to a rare Secret Level.

Note: Press **Select** on the Media Dimension Map to see your current game stats. Press the "DIRECTIONAL BUTTONS" Left/Right to scroll through each level's stats.

PAUSE SCREENS

IN-LEVEL PAUSE

1. During a game, press **Start** to pause.
2. On the Pause menu, press the **Directional buttons** UP/DOWN to highlight your selection, and press X.

RESUME: Return to the game. (Pressing **Start** also unpauses the game.)

QUIT: Exit the current level and return to the Media Dimension Map by choosing Quit and selecting Okay.

MEDIA DIMENSION MAP PAUSE

1. See In-Level Pause above for instructions.

Note: The Quit option on the Media Dimension Map will exit to the Main Menu.

2. Press **Select** to bring up the following menu:

SAVE GAME: Preserve your current game as a new saved game.

RESUME PLAY: Resume the game you just exited, continuing on the map screen. (Pressing **Start** also unpauses the game.)

SEE PASSWORD: Display the password for your current game. Copy down the password and use it later to begin a game where you left off.

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